

1850 Pts - Grey Knights - Paul Murphy's Grey Knights 10th Seed Adepticon 2012

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Lord Kaldor Draigo (1⁺, 275 pts)												
Lord Kaldor Draigo	1		7	6	5	5	4	5	4	10	2+/3	275
(C:GK, pg. 38); Unit Type: Infantry; Frag Grenades; Krak Grenades; Psyk-out Grenades; Storm Shield; Terminator Armour; Storm Bolter; The Titansword; Eternal Warrior; Fearless; Grand Strategy; Independent Character; Preferred Enemy (Daemons); Psyker (Mastery Level 2); The Aegis; Hammerhand; Psychic Communion; Sanctified Flame												
HQ: Inquisitor Coteaz (1⁺, 100 pts)												
Inquisitor Coteaz	1		4	4	3/6	3	3	4/1	3	10	2+	100
(C:GK, pg. 45); Unit Type: Infantry; Frag Grenades; Krak Grenades; Psyk-out Grenades; Artificer Armour; Psyber-Eagle; Bolt Pistol; Master-crafted Nemesis Daemonhammer; I've Been Expecting You; Independent Character; Psyker (Mastery Level 2); Spy Network; Stubborn; Dark Excommunication; Hammerhand; Sanctuary												
Elite: Techmarine (1⁺, 120 pts)												
Techmarine	1		4	4	4	4	1	4	1+2	8	2+	120
(C:GK, pg. 32); Unit Type: Infantry; Frag Grenades; Krak Grenades; Psyk-out Grenades; Artificer Armour; Blind Grenades; Psychotroke Grenades; Rad Grenades; Bolter; Power Weapon; And They Shall Know No Fear; Blessing of the Ommissiah; Bolster Defenses; Independent Character; Preferred Enemy (Daemons); Psyker (Mastery Level 1); The Aegis; Hammerhand; Reconstruction; Servo Harness												
Troops: Paladin Squad (10⁺, 755 pts)												
Paladin Squad	1											755
(C:GK, pg. 30); Unit Type: Infantry; And They Shall Know No Fear; Brotherhood of Psykers; Combat Squads; Preferred Enemy (Daemons); The Aegis; Hammerhand; Holocaust												
Apothecary	1		5	4	4	4	2	4	2	9	2+/5	[130]
Unit Type: Infantry; Frag Grenades; Krak Grenades; Psyk-out Grenades; Narthecium; Terminator Armour; Nemesis Force Sword; And They Shall Know No Fear; Brotherhood of Psykers; Combat Squads; Preferred Enemy (Daemons); The Aegis												
Paladin	1		5	4	4/8	4	2	4/1	2	9	2+/5	[75]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Psycannon; Nemesis Daemonhammer												
Paladin	1		5	4	4	4	2	4	2	9	2+/5	[80]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Brotherhood Banner; Storm Bolter												
Paladin	1		5	4	4	4	2	4	2	9	2+/5	[75]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Nemesis Force Sword; Psycannon												
Paladin	1		5	4	4	4	2	4/6	2	9	2+/5	[75]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Psycannon; Nemesis Force Halberd												
Paladin	1		5	4	4/8	4	2	4/1	2	9	2+/5	[55]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Storm Bolter; Nemesis Daemonhammer												
Paladin	1		5	4	4	4	2	4	2	9	2+/5	[75]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Storm Bolter; Nemesis Warding Stave												
Paladin	1		5	4	4	4	2	4	2	9	2+/5	[55]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Nemesis Force Sword; Storm Bolter												
Paladin	1		5	4	4/8	4	2	4/1	2	9	2+/5	[80]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Master-craft Nemesis Weapon(s); Psycannon; MC Nemesis Daemonhammer												
Paladin	1		5	4	4	4	2	4/6	2	9	2+/5	[55]
Frag Grenades; Krak Grenades; Psyk-out Grenades; Terminator Armour; Storm Bolter; Nemesis Force Halberd												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Inquisitorial Henchmen Warband (4⁺, 57 pts)												
Inquisitorial Henchmen Warband	1											57
(C:GK, pg. 48-51); Unit Type: Infantry; Razorback												
Warrior Acolyte	3		3	3	3	3	1	3	1/2	8	5+	[12]
(C:GK, pg. 51); Unit Type: Infantry; Flak Armour; Chainsword; Laspistol												
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[45]
(C:GK, pg. 33); Unit Type: Vehicle (Tank); Transport Capacity: 6 models; Access Points: 3; Fire Points: 0; Smoke Launchers; Twin-Linked Heavy Bolter; Psychic Pilot; The Aegis; Fortitude												
Troops: Inquisitorial Henchmen Warband (4⁺, 57 pts)												
Inquisitorial Henchmen Warband	1											57
(C:GK, pg. 48-51); Unit Type: Infantry; Razorback												
Warrior Acolyte	3		3	3	3	3	1	3	1/2	8	5+	[12]
(C:GK, pg. 51); Unit Type: Infantry; Flak Armour; Chainsword; Laspistol												
Razorback	1	Grp:	BS: 4	FA: 11	SA: 11	RA: 10						[45]
(C:GK, pg. 33); Unit Type: Vehicle (Tank); Transport Capacity: 6 models; Access Points: 3; Fire Points: 0; Smoke Launchers; Twin-Linked Heavy Bolter; Psychic Pilot; The Aegis; Fortitude												
Heavy Support: Dreadnought (1⁺, 135 pts)												
Dreadnought	1	Grp:		WS: 4	BS: 4	St: 6	In: 4	At: 2	FA: 12	SA: 12	RA: 10	135
(C:GK, pg. 35); Unit Type: Vehicle (Walker); Smoke Launchers; Psybolt Ammunition; Twin-Linked Autocannon; Twin-Linked Autocannon; Preferred Enemy (Daemons); Psychic Pilot; Reinforced Aegis; The Aegis; Fortitude												
Heavy Support: Dreadnought (1⁺, 135 pts)												
Dreadnought	1	Grp:		WS: 4	BS: 4	St: 6	In: 4	At: 2	FA: 12	SA: 12	RA: 10	135
(C:GK, pg. 35); Unit Type: Vehicle (Walker); Smoke Launchers; Psybolt Ammunition; Twin-Linked Autocannon; Twin-Linked Autocannon; Preferred Enemy (Daemons); Psychic Pilot; Reinforced Aegis; The Aegis; Fortitude												
Heavy Support: Nemesis Dreadknight (1⁺, 215 pts)												
Nemesis Dreadknight	1		5	4	6/10	6	4	4	3	10	2+/5	215
(C:GK, pg. 34); Unit Type: Monstrous Creature; Dreadknight Armour; Personal Teleporter; Nemesis Doomfist; Nemesis Daemonhammer; And They Shall Know No Fear; Preferred Enemy (Daemons); Psyker (Mastery Level 1); The Aegis; Dark Excommunication; Hammerhand												
Total Cost:												1849

Option Footnotes

Psychic Powers	
Dark Excommunication	See C:GK, pg. 25.
Fortitude	See C:GK, pg. 33.
Hammerhand	See C:GK, pg. 25.
Holocaust	See C:GK, pg. 30.
Psychic Communion	See C:GK, pg. 23.
Reconstruction	See C:GK, pg. 32.
Sanctified Flame	See C:GK, pg. 39.
Sanctuary	See C:GK, pg. 25.
Special Rules	
And They Shall Know No Fear	Automatically pass tests to regroup, can test if under 50%, conditions apply (C:SM, pg 51).
Blessing of the Ommissiah	If in base contact with a damage vehicle during the Shooting phase, may attempt to repair it instead of firing.
Bolster Defenses	Each Techmarine can bolster a single ruin in your deployment area before the game begins. The ruin's cover save is increased by one for the duration of the game. A ruin can only be bolstered once.
Brotherhood of Psykers	See C:GK, pg. 21.
Combat Squads	A ten-man unit has the option of breaking down into two five-man squads.
Eternal Warrior	Immune to Instant Death (p74 WH40K 5E)
Fearless	Automatically pass all morale tests, conditions apply (p75 WH40K 5E)
Grand Strategy	See C:GK, pg. 22.
I've Been Expecting You	See C:GK, pg. 45.
Independent Character	(See WH40k, pg. 50.)
Preferred Enemy (Daemons)	Re-roll to hit in close combat, conditions apply (p75 WH40K 5E)

Psychic Pilot	See C:GK, pg. 21.
Psyker (Mastery Level 1)	For each Mastery level a character has, he can use one psychic power per turn (see C:GK, pg. 21).
Psyker (Mastery Level 2)	For each Mastery level a character has, he can use one psychic power per turn (see C:GK, pg. 21).
Reinforced Aegis	See C:GK, pg. 35.
Spy Network	See C:GK, pg. 45.
Stubborn	Ignore negative Leadership modifiers, conditions apply (p76 WH40K 5E)
The Aegis	See C:GK, pg. 21.
Unit Type	
Unit Type: Infantry	Unit Type: Infantry (p.54 WH40k)
Unit Type: Monstrous Creature	Unit Type: Monstrous Creature (p.51 WH40k) 1) Have Move Through Cover (p. 75 WH40k) 2) Fire two weapons per turn and have Relentless (p. 76 WH40k). 3) Close combat wounds ignore Armour Saves. 4) Armour penetration 2D6+Str
Unit Type: Vehicle (Tank)	Unit Type: Vehicle (Tank) (WH40k, pp. 68-69)
Unit Type: Vehicle (Walker)	Unit Type: Vehicle (Walker) (WH40k, pp. 72-73)
Wargear	
Artificer Armour	Confers a 2+ Armour save.
Blind Grenades	Defensive Grenades; (See WH40K 5E, pg. 36).
Brotherhood Banner	See C:GK, pg. 62.
Dreadknight Armour	See C:GK, pg. 28.
Flak Armour	Confers a 5+ Armour Save.
Frag Grenades	Models with these do not suffer the initiative penalty for assaulting enemies through cover (p36 WH40K 5E).
Krak Grenades	One attack with 6+D6 AP (exceptions apply p72 WH40K)
Master-craft Nemesis Weapon(s)	Allows the bearer to re-roll one failed roll To Hit per player turn when using the weapon.
Nartheicum	See C:GK, pg. 30.
Personal Teleporter	See C:GK, pg. 28.
Psyber-Eagle	24" Range; S4; AP-; Assault D6.
Psybolt Ammunition	See C:GK, pg. 62.
Psychotroke Grenades	See C:GK, pg. 60.
Psyk-out Grenades	See C:GK, pg. 61.
Rad Grenades	See C:GK, pg. 61.
Servo Harness	Two extra Close Combat attacks made at Strength 8 and Initiative 1, ignoring Armour Saves. Plasma cutter fired as a Twin-linked plasma pistol, but cannot be used in CC. Flamer
Smoke Launchers	Once per game, after completing its move, a vehicle with smoke launchers can trigger them. The vehicle may not fire any of its weapons in the same turn as it used smoke launchers, but will count as obscured in the next enemy Shooting Phase, receiving a 4+ cover save (see WH40K 5E, pg. 62).
Storm Shield	3+ Invulnerable Save. This may not be combined with Iron Halo or Rosarius save.
Terminator Armour	Confers a 2+ Armour save and a 5+ Invulnerable save.
Weapons	
Bolt Pistol	12" Range; S4; AP5; Pistol
Bolter	24" Range; S4; AP5; Rapid Fire
Chainsword	If used with another close combat weapon, +1 attack in close combat.
Laspistol	12" Range; S3; AP-; Pistol
Master-crafted Nemesis Daemonhammer	
MC Nemesis Daemonhammer	Force Weapons, Daemonbane, Doubles Strength, ignores Armour Saves; Always strikes at Initiative 1. Any model wounded may not attack again until Initiative 1 blows are struck in the next Assault phase. Vehicles hit are considered Crew Shaken as well as whatever else happens.
Nemesis Daemonhammer	Force Weapons, Daemonbane, Doubles Strength, ignores Armour Saves; Always strikes at Initiative 1. Any model wounded may not attack again until Initiative 1 blows are struck in the next Assault phase. Vehicles hit are considered Crew Shaken as well as whatever else happens.
Nemesis Doomfist	Force Weapons, Daemonbane, Strength 10, Ignores armour saves in close combat.
Nemesis Force Halberd	Force Weapons, Daemonbane, Two-handed weapon. Wielder strikes at +2 Initiative.
Nemesis Force Sword	Force Weapons, Daemonbane, +1 to Invulnerable save against close combat attacks (if bearer has an Invulnerable save, otherwise no effect).
Nemesis Warding Stave	Force Weapons, Daemonbane, 2+ Invulnerable save against wounds caused in close combat attacks.
Power Weapon	Ignores armour saves in close combat (p42 WH40K 5E)
Psycannon	24" Range; S7; AP4; Assault2 or Heavy4, Rending.

Storm Bolter	24" Range; S4; AP5; Assault 2
The Titansword	See C:GK, pg. 39.
Twin-Linked Autocannon	48" Range; S7; AP4; Heavy 2 Linked
Twin-Linked Heavy	36" Range; S5; AP4; Heavy 3 Linked